

GOLLYTHANK



BIG BAD

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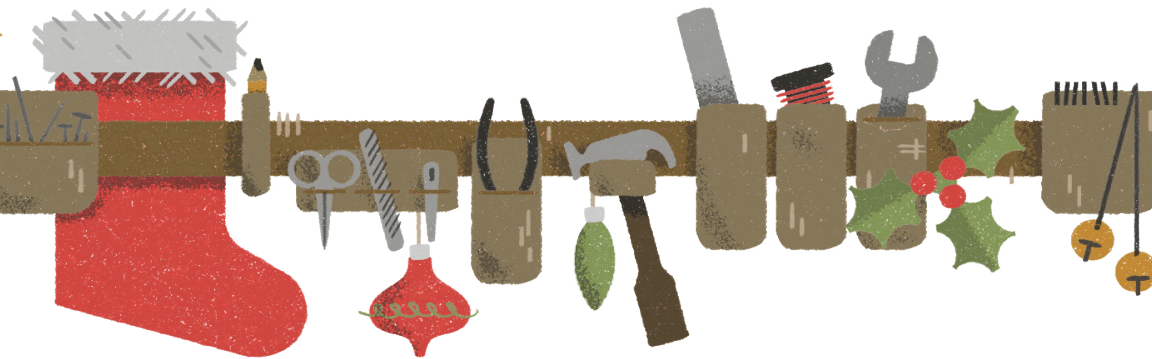
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which he derides as lacking the courage required to truly be innovative. Gollythank has combined mechanical gnomish clockwork with arcane magic to create remarkable inventions that move, react, and think in ways normal toys cannot. Gollythank scoffs that none of the toys he made for the Sage are representative of his true potential, each one being a fairly typical iteration of an existing design.

Despite his pride and stubbornness, Gollythank is a good person at heart. Though not always kind or pleasant, he abhors evil, and even at his most self-serving he doesn't wish to harm others. This is especially true of children, whom Gollythank still wishes to delight and surprise with his toys.

Unfortunately, Gollythank has had a century to nurse his resentment against the Scarlet Sage, and he won't be satisfied until he feels he's had a chance to prove the merit of his work. Gollythank knows his creations can be dangerous and has even employed a few in his defense, but he's fooled himself into believing that they are only harmful if he wills them to be. Gollythank programmed magical safety protocols into his toys to prevent them from hurting people, though in reality these protocols are faulty and the toys are still dangerous.

What's more, after cutting ties with the Scarlet Sage, Gollythank has become increasingly paranoid. He is suspicious of anyone who comes looking for him, as he is certain the Sage will send someone to try and stop him from distributing his revolutionary new toys. Gollythank is difficult to reason with despite his intellect. At present, his personal feelings about his designs have made it impossible for him to discuss them rationally. According to Gollythank, his toys may roughhouse with children from time to time, but they present no real danger thanks to his "impervious" safety protocols. Nothing short of firsthand evidence will persuade him otherwise.

GOLLYTHANK'S TACTICS

Above all else, Gollythank is an inventor and remains focused on his work. His singular aim is to stay hidden so he can continue inventing away from the prying eyes of the Scarlet Sage. Until he is alerted of intruders to his workshop, he will be hard at work creating what he believes to be the next big thing. Gollythank has created a suit of mechanical armor powered by arcane magic, called the Holly Jolly Apparatus, which he will use to defend himself against anyone the Sage might send to try and thwart his plans. Gollythank's quick thinking and paranoid nature means he is likely to shoot first and ask questions later.

Gollythank is crafty and tactical in battle, preferring hit-and-run tactics which keep him from being pinned down. He also believes in strength in numbers, and will deploy his creations to help even the playing field. Rather than hiding behind his minions, he uses them to create opportunities he can exploit in combat. Though tactically minded, Gollythank isn't one to take a calm and cautious approach.

He will try out new options in combat, often on a whim, and will stake everything on a big gamble or risky strategy if he feels cornered.

Though Gollythank won't shy away from fighting, he doesn't want to hurt people. If winning a fight, he will attempt to persuade the party to leave him alone, and warn them that they may face deadly consequences should they continue. Though the party will find it difficult to convince Gollythank of his toy's flaws, they may have an easier time convincing him of their own good intentions.

Any party that agrees to his conditions, laying down their arms and agreeing to be manacled, can try to negotiate with him.



GOLLYTHANK'S TRAITS

Ideal. “My name will live on in my memorable creations, synonymous with new, exciting, and revolutionary toy designs!”

Bond. “As inventors, it’s our duty to push beyond the known and into the experimental. Innovation is how we improve!”

Flaw. “My designs are perfect, I tell you. PERFECT! They’re foolproof!”

ADVENTURE HOOKS

Consider introducing the following scenarios if you wish to include Gollythank Gemmerous in your campaign:

A Nightmare Upon Solstice. It’s Solstice morning when the party receives word from none other than the Scarlet Sage of the Solstice himself! The good wizard will inform them that his master toymaker lost his mind, and released dangerous, untested toys upon an unsuspecting town. It’s up to the party to find Gollythank’s workshop to obtain a master control switch they can use to turn off all his toys at once.

Cabin Containment Breach. The party is awoken one night by a creepy toy that has found its way into their inn room. They aren’t the only ones; several villagers in this small town have found their children playing with toys that they don’t remember buying. Due to their flawed programming these toys behave as though they are normal and nonmagical, only to act oddly or maliciously when alone with one character or NPC. Once a toy’s true nature is discovered, it will attempt to flee back to a mysterious cabin, hidden a half-day’s walk outside town. This is Gollythank’s portable workshop. Gollythank has been so occupied on his work that he is completely unaware these toys had escaped.

Little Holiday Shop of Horrors. Local villagers marvel at the demonstrations of an eccentric gnome toymaker who appears to have set up shop seemingly overnight in their quiet little town. Demonstrations of his life-like toys have wowed the townsfolk, and almost everyone has bought one for their children to open on Solstice day. A single traveling adventurer warns the party that the gnome’s toys are dangerous, though a severely banged up toy dragon is all he can offer as proof. He urges the party to investigate Gollythank’s shop and expose him, before anyone is hurt.

INNOVATION STATION



Gollythank’s lair is a magical workshop that can be compressed into a pocket-sized cube for easy transport by speaking a command word. When fully deployed, the workshop is a spacious wooden cabin, comprising an 80-foot square area filled with shelves of supplies, strange clockwork devices, and racks of toys in various stages of completion. The workshop has a permanent *alarm* effect within 60 feet of it. This creates a silent mental ping that alerts Gollythank to potential intruders. His workshop is also masked by a *non-detection* effect.

LAIR ACTIONS

When fighting inside his workshop, Gollythank can control its magic to take lair actions via a specialized wristband. On initiative count 20 (losing initiative ties), Gollythank takes a lair action to cause one of the following effects:

- Gollythank summons 1d4 **itty-bitty infantries**, two **teddy squeezums**, or one **clockwork dragon** to his defense. Any summoned creature has its security protocols overridden as it defends Gollythank to the best of its ability and lasts until destroyed. Gollythank can’t use this lair action again until he has used a different lair action.
- Gollythank activates an experimental device that lowers from the ceiling and moves along the rafters via magical cogwork. The device can fire a 30-foot cone of flickering red and green light

from a point within 30 feet of Gollythank. Any living creatures caught inside the cone must succeed on a DC 15 Constitution saving throw or be shrunk down and transformed into gingerbread versions of themselves until initiative count 20 on the next round. This effect otherwise functions as the reduce effect of an *enlarge/reduce* spell.

- Gollythank summons five **tinker bots** to repair the damage on his Holly Jolly Apparatus or summoned toys. The tinker bots remain until initiative count 20 on the next round, when they teleport away. Once a tinker bot is destroyed, the number of tinker bots Gollythank can summon with this lair action is reduced by one. When all five tinker bots have been destroyed, this lair action can't be used until Gollythank spends at least 12 hours to construct more. This requires Gollythank to have access to materials as well as his lair (or another suitable workshop).

The region around Gollythank's portable workshop shows clear signs of his presence, which creates one or more of the following effects:

- Within 1 mile of Gollythank's workshop, mechanical, holiday-themed traps hidden in the snow wait to ensnare intruders. Pit traps with candy cane spikes and tripwire-activated Rolling Sphere traps which deploy giant sleigh bells are common examples.
- A preponderance of gaudy holiday decorations have been haphazardly applied to trees and houses within 3 miles of Gollythank's workshop by his toy minions.
- Within 1 mile of the workshop, the party may run into 1d4 **itty-bitty infantries**, two **teddy squeezums**, or one **clockwork dragon**. Whatever creature they run into will be patrolling the area, on the lookout for intruders.

GOLLYTHANK'S TOYS



Gollythank's minions are highly sophisticated clockwork toys infused with magic that powers them and grants them limited sentience. These toys will follow any instructions given by their owner, but they generally behave in ways that are disturbing or dangerous.

Safety Protocols. Gollythank's toys are programmed to pull their punches, and any creature reduced to 0 hit points by one of the toys' weapon attacks will remain stable. A toy can't be made to use any special damage-dealing actions (such as breath weapons) against creatures or objects it is aware of. The safety protocols can be overridden by Gollythank, in which case they will deal lethal damage with their attacks and have full use of their special actions.

TINKER BOTS

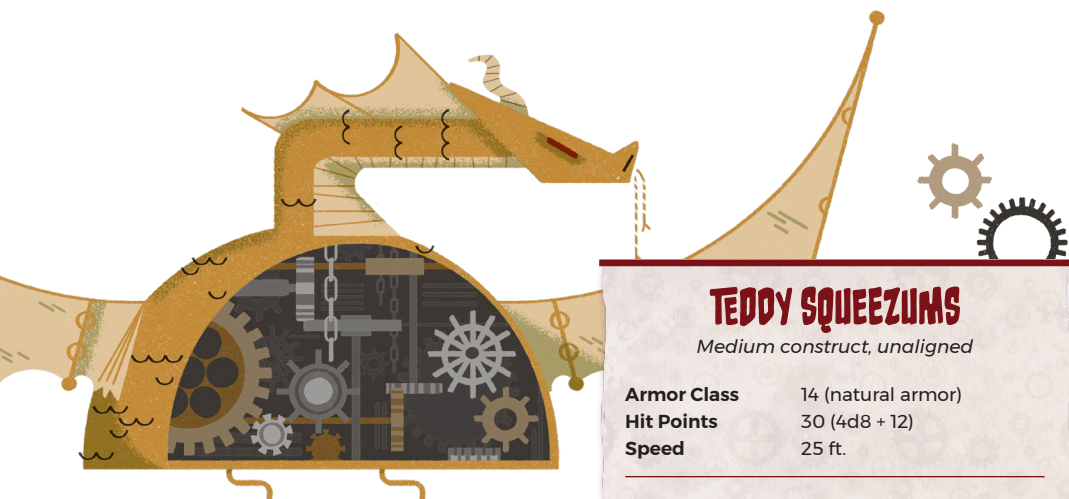
These small pyramidal machines were made by Gollythank to assist him in more complicated or dangerous tinkering tasks. They are designed to be resilient and obedient, and they are equipped with a set of small robotic arms tipped with various tools. In a pinch, they can be summoned to repair his creations.

CLOCKWORK CROSSBOW

Weapon (light crossbow), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. A clockwork mechanism allows you to simply feed bolts into the crossbow rather than reload, so it does not have the loading property. Additionally, it weighs half as much as a typical crossbow of its kind and requires only one hand to use.





CLOCKWORK DRAGON

Medium construct, unaligned

Armor Class 17 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	5 (-3)	5 (-3)	5 (-3)

Saving Throws Dex +4, Con +5

Skills Perception +2, Stealth +4

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Damage Immunities poison, psychic

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Understands Common but can't speak.

Challenge 3 (700 XP)

Ruinous. The clockwork dragon does not register damage it deals to property, and will go out of its way to destroy objects with its attacks or special actions when not in combat.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Fire Breath (Recharge 5-6). The clockwork dragon exhales fire in a 15-foot cone. Each creature in the area must attempt a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

TEDDY SQUEEZUMS

Medium construct, unaligned

Armor Class 14 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	5 (-3)	5 (-3)	14 (+2)

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses passive Perception 7

Languages Common

Challenge 1 (200 XP)

But I Love You. The teddy bear can spend a bonus action pleading to a creature within 30 feet of it. Until the teddy bear's next turn, if that creature targets the teddy bear with an attack or a harmful spell, it must first attempt a DC 12 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the teddy bear from area effects, such as the explosion of a *fireball*.

Needy. The teddy bear requires constant affection in the form of hugs and snuggles. If denied such affection by its owner, it will seek it elsewhere and may become angry or sullen if it feels ignored.

ACTIONS

Multiattack. The teddy bear makes two attacks: one with its Hug and one with its Snuggle.

Hug. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13).

Snuggle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one grappled target. *Hit:* 7 (1d8 + 3) bludgeoning damage.



TINKER BOT

Tiny construct, unaligned

Armor Class 16 (natural armor)
Hit Points 13 (3d4 + 6)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	14 (+2)	5 (-3)	10 (+0)	2 (-4)

Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Understands Common but can't speak.

Challenge 1/8 (25 XP)

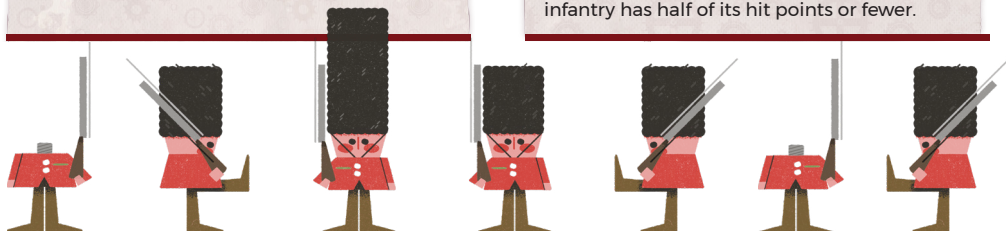
Spider Climb. The tinker bot can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

Repair. The tinker bot restores 4 (1d8) hit points to another construct or object within 5 feet of it.

Return. The tinker bot teleports to Gollythank or back to its extradimensional storage area.



TTY-BITTY INFANTRY

Medium swarm of Tiny constructs, unaligned

Armor Class 11
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	5 (-3)	5 (-3)	5 (-3)

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

Senses passive Perception 7

Languages Understands Common but can't speak.

Challenge 1/4 (50 XP)

Loud. The infantry marches loudly in formation and is compelled to demonstrate its firepower in jarring bursts of musket fire.

Swarm. The infantry can occupy another creature's space and vice versa, and the infantry can move through any opening large enough for a Tiny toy soldier. The infantry can't regain hit points or gain temporary hit points.

Toy Tactics. When the infantry attacks a creature with another infantry currently occupying its space or within 5 feet of another infantry, the infantry makes its attacks with advantage.

ACTIONS

Bayonets. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the infantry's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the infantry has half of its hit points or fewer.

Muskets. *Ranged Weapon Attack:* +3 to hit, range 10/30 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the infantry has half of its hit points or fewer.

GOLLYTHANK GENNEROUS

AND HIS HOLLY JOLLY APPARATUS

Large vehicle (Small humanoid (gnome) pilot), chaotic neutral

Armor Class 18 (Holly Jolly Apparatus)
Hit Points 162 (19d10 + 57)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	20 (+5)	14 (+2)	9 (-1)

Saving Throws Int +6, Wis +4

Skills Arcana +10, History +10

Senses passive Perception 12

Languages Common, Gnomish

Challenge 6 (2,300 XP)



Holly Jolly Apparatus. Gollythank pilots an apparatus of his own invention. The apparatus is a Large object which only Gollythank can use. While piloting the apparatus as a vehicle, Gollythank is protected from harm and can't be damaged until the apparatus is destroyed, though he can still be targeted by spells or abilities which do not deal damage. The hit points, Strength, Dexterity, and Constitution scores listed in this stat block belong to the apparatus.

Antimagic Susceptibility. Gollythank's Holly Jolly Apparatus is vulnerable to *dispel magic* or similar effects. If targeted by *dispel magic*, the apparatus makes a Constitution saving throw against the caster's spell save DC. If successfully dispelled, Gollythank can't take any Apparatus Actions or Piloting Maneuvers until the end of his next turn, as the magical mechanisms that power it are temporarily disrupted. The apparatus can't function inside of an antimagic field.

Piloting Maneuver. Gollythank can spend his bonus action to take one of the following actions:

Booster Jets (3/Day). The apparatus gains a flying speed of 40 feet (hover) until the start of Gollythank's next turn.

Full Throttle. The apparatus takes the Dash action.

Reverse Thrusters. The apparatus takes the Disengage action.

ACTIONS

Multiattack. Gollythank makes one attack with his clockwork crossbow and uses one Apparatus Action.

Clockwork Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Apparatus Action. When piloting the Holly Jolly Apparatus, Gollythank can use an action to do one of the following:

Double Lariat. *Melee Weapon Attack:* +7 to hit, reach 5 ft., each target in range. *Hit:* 9 (1d10 + 4) bludgeoning damage. Each target must succeed on a DC 15 Strength saving throw or be knocked 15 feet away from Gollythank.

Festive Punch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Rocket Fist (2/Day). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 14 (4d6) bludgeoning damage. The target must succeed on a DC 15 Strength saving throw or be restrained. A restrained creature can attempt a new saving throw at the end of its turn to end the effect. Once both uses of this attack have been expended, Gollythank can't use Festive Punch until the next dawn.

Yuletide Blitz (Recharge 5–6). Gollythank fires a volley of red and green missiles which explode like solstice crackers in a 30-foot cone. Each creature within this cone must attempt a DC 16 Dexterity saving throw, taking 35 (10d6) fire damage on a failed saving throw or half as much damage on a successful one.

LEGENDARY ACTIONS

Gollythank can take 3 legendary actions, choosing from the options below. Gollythank can take only one legendary action option at a time and only at the end of another creature's turn. Gollythank regains spent legendary actions at the start of his turn.

Apparatus Action. Gollythank takes an Apparatus Action.

Rapid Fire. Gollythank makes a Clockwork Crossbow attack.

Piloting Maneuver. Gollythank uses a Piloting Maneuver.

Use the following stat block if Gollythank isn't in his apparatus:

GOLLYTHANK GEMMEROUS

DISGRUNTLED TOYMAKER

Small humanoid (gnome), chaotic neutral

Armor Class	16 (workshop gear)
Hit Points	40 (9d6 + 9)
Speed	25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	20 (+5)	14 (+2)	9 (-1)

Saving Throws Int +6, Wis +4

Skills Arcana +10, History +10

Senses passive Perception 12

Languages Common, Gnomish

Challenge 1 (200 XP)

Special Equipment. Gollythank wears *workshop gear* (treat as +2 *hide armor*), *workshop goggles* (treat as *eyes of minute seeing*), and wields a *clockwork crossbow*.

ACTIONS

Call Apparatus. Gollythank can cause his Holly Jolly Apparatus to teleport to within 5 feet of him as long as both he and the apparatus are on the same plane of existence. He can mount the Holly Jolly apparatus using half his movement speed.

Clockwork Crossbow. *Ranged Weapon*
Attack: +6 to hit, range 80/320 ft., one target.
Hit: 7 (1d8 + 3) piercing damage.



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